**Informatics, Ch. 4, Data Analytics: Presenting the findings**

**An Effective MMOS**, pg. 192-199

1. An effective MMOS needs to contain the following elements. Elaborate briefly on each.
   1. Accessibility

* When developing a online solution, consider how you can communicate your message more effectively to people with special needs. The Audience for a website is worldwide so you don’t know who is going to access your website with their different culture and language barriers so you need to be prepare for that.
  1. Clarity
* When spoken written your solution language should be clear enough for most audience members to understand. The primary goal of any solution is to covey information to the audience. Also, try using multiple sets of data to improve clarity.
  1. Readability
     1. Typefaces
* Use a plain, legible, typeface for body text. Use either serif or sans serif (which are font types). Decorative, script and handwriting typeface are not recommend
  + 1. White space
* White space is a section of graphic representation that is empty of any colour or object, which is used to create a clean, uncluttered look and is nit considered wasted space.
  1. Relevance
* Making sure, you do veer off into another topic. Your audience is there for the stated message. They will have little tolerance for off topic information.
  1. Accuracy
* Make sure information you provide is correct base on the conclusion you have drawn from investigating your hypothesis.
  1. Useability
     1. Plug-ins
* Plug ins are software modules added to applications to enhance their functionally, such as browser plugins to block pop ups or display PDF documents
  + 1. Browsers
* The World Wide Web consortium (W3C) publishes standards that a website and browser are supposed to obey to be compatible with each other. However, no browser has perfected achieved this aim ans some sites do not work well in some browsers.
  + 1. Hardware
* Catering equality for all browsing devices is difficult. Not everyone has the time skill and budget needed to create and maintain both mobile and desktop versions of websites or write the java script that can cope with the browser difference.
  + 1. Media
* Avoid media that are only playable on certain platform, such as Mac OS or with certain players, such as windows media player. Media not supported by major technology suppliers, such as flash should also be avoided.
  1. Timeliness
* Having your data beaning current as in this year not 30 years ago. Using old data can verity from modern society so doing the same research today would be different to past data.
  1. Completeness
* Means information you are presenting in your MMOs is just that complete. You need to ensure you present all of your findings to substantiate the conclusion you reached in UNIT 3 Outcome 2.
  1. Attractiveness
* The interface is the only part of your solution that users will see it must be appealing, attractive and easy to use regardless of how brilliant your information architecture is.